

Mad Catz C.T.R.L. R Unofficial User's Manual

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Introduction

The **Mad Catz C.T.R.L. R** is a Bluetooth-compatible gamepad for computers, smartphones and tablets, released by Mad Catz Interactive Inc. in 2013.

(You'll forgive me if I don't consistently put the 'R' in superscript.)

<https://www.techpowerup.com/178345/mad-catz-announces-new-range-of-gaming-products-for-pc-mac-and-smart-devices>

<https://www.theverge.com/2013/1/6/3843424/mad-catz-mobile-gaming-bluetooth-line-announced>

The C.T.R.L. R is a AAA battery powered wireless Bluetooth gamepad with an Xbox 360- / Xbox One-style control arrangement. It has two high quality clickable analogue sticks, six generic face buttons, a digital directional pad, two digital bumper buttons, two analogue triggers, and a dedicated central meta button. Along the top of the controller are five additional media buttons for controlling volume and music playback. It is a very high quality Bluetooth controller that can be used with DirectInput or XInput games on Windows, emulators and games on Android, and standard gamepad interface games on Linux.

To my knowledge, Mad Catz Interactive Inc. dissolved and reformed less than five years after the release of the C.T.R.L. R. I don't think the current Mad Catz corporation (which uses the same name and branding, in a confusing, Atari-style operation) accepts responsibility for supporting the C.T.R.L. R product. I have written this unofficial, unaffiliated manual to put all the information I know about the Mad Catz C.T.R.L. R in one place. This manual covers installation, specifications, compatibility, use, firmware updating, calibration and troubleshooting.

The stock Mad Catz C.T.R.L. R supports DirectInput, the standard game controller API for Windows 98 up to Windows 7. Because of some tedious unnecessary skulduggery on Microsoft's part, a typical given DirectInput controller won't support independent analogue triggers (such as those on the C.T.R.L. R), despite DirectInput itself having the potential to do so. Almost all Steam games expect a controller to support the newer XInput API rather than DirectInput.

In 2015, Mad Catz released a firmware update for the C.T.R.L. R that **adds native XInput support** to the controller, but as the company went into administration shortly after, I don't believe Mad Catz ever published an official guide on how to do it.

This manual will tell you exactly how to update your C.T.R.L. R to use XInput. Once the controller has been updated, the C.T.R.L. R functions just as well as an Xbox 360 or Xbox One controller for Steam games - the two analogue triggers can be used fully and independently; very handy if you're a fan of racing games such as Need for Speed.

<https://www.eteknix.com/mad-catz-releases-xinput-update-c-t-r-l-r-mobile-gamepad/>

https://www.legitreviews.com/mad-catz-updates-c-t-r-l-r-mobile-gamepad_173768

My introduction to the C.T.R.L. R was buying a job lot of new old stock C.T.R.L. R in September 2025, and I was absolutely amazed at the quality of the product. In my opinion, Mad Catz had outdone themselves. In fact, I think they had literally outdone themselves. They probably would have sold shitloads of these if anybody had known about them, and those that had known weren't scared away by the branding. My thinking is that some suit weighed up the benefit of having a known name versus the damage of that name being 'Fucking Mad Catz' and just went ahead with it. If they'd completely replaced the name Mad Catz with the new GameSmart branding they were establishing with the C.T.R.L. R, I think this controller, and perhaps the rest of

the GameSmart product range - R.A.T., N.E.K.O., S.T.R.I.K.E, and so on -, would have caught on. Alas. Their loss is my gain. And with this manual, it can also be yours.

Much of the information in this document applies to other items in the C.T.R.L. range, but I will be focusing on the standard C.T.R.L. R.

If you would like to contribute to this document, corrections to omissions and typos would be appreciated. Monetary or hardware donations would also of course be very welcome, and can be arranged through the e-mail address on my website!

I'm really fond of my C.T.R.L. R, and I hope you will get as much use out of yours as I do. May it bring you happiness in whichever operating system you prefer.

- Mathew Carr 2026/08/06

Specifications and capabilities

The Mad Catz C.T.R.L. R (Model: 32266) is a wireless Bluetooth gamepad with an Xbox 360-/ Xbox One-style control arrangement. It has two high quality clickable analogue sticks, six generic face buttons, a digital directional pad, two digital bumper buttons, two analogue triggers, and a dedicated central meta button. The face button legends (ABXY) match those of the Xbox controller range. Along the top of the controller are five dedicated media buttons for controlling volume and music playback.

It connects via Bluetooth, and multiple different controllers can be simultaneously associated with the same gaming device. The wireless consistency is great and the latency is imperceptible. It works on Android, Linux, Windows. It might even work on Apple devices on iOS 13+. It does not pair with Xbox consoles or Apple MFi-only devices. Untested on others.

On Linux it requires no driver disc for complete functionality out of the box. On Windows (possibly as far back as Windows 98, given Bluetooth support), it works without any driver disc and shows as a DirectInput controller with the associated caveats (and bonuses).

The C.T.R.L. R requires two AAA batteries, and works great even with cheap ones (though of course, better batteries will be better). The batteries insert into a compartment in the rear of the controller. The micro USB slot within the battery compartment is for service use only: you can't power the controller for gaming with a USB cable this way. The C.T.R.L. R has no internal rechargeable battery. You could use removable AAA size rechargeable batteries if you desired, such as NiMH.

The C.T.R.L. R has no internal rumble motors, and therefore has no vibration function.

There is a mode switch on the underside of the controller which allows it to act as a Bluetooth mouse. This mode switch also controls whether the triggers act as digital or analogue triggers.

There are at least four different C.T.R.L. models, some with different updated releases.

This manual will focus on the C.T.R.L. R, a standard Android and PC gaming controller. There is also the C.T.R.L. I which is designed for gaming on Apple devices such as the iPad, iPhone, iPod Touch, iMac and so on. The C.T.R.L. I removes the ability to click the analogue sticks, removes the Back and Start buttons, and removes the mode switch on the underside of the controller. I haven't been able

to pair my Micro C.T.R.L. I with my Debian 12 Linux laptop or my Motorola G9 Play smartphone. When I try, it magically vanishes from the device list and reappears inert under a different name. I bought my Micro C.T.R.L. I specifically for use as an Apple MFi Program (Made For iPhone/iPad) gamepad, as I have an iPad Mini 2 Retina running iOS 12.5.8 which means it only supports MFi gamepads. On the iPad Mini 2 Retina, the Micro C.T.R.L. I works great in RetroArch. I have seen photos of later releases of the C.T.R.L. I that advertise compatibility with different numbered versions of iOS, so it's plausible that newer C.T.R.L. I units perhaps also work with Android devices. Also, I'm told that iOS 13 and above has much improved generic Bluetooth device and controller compatibility over iOS 12, so perhaps C.T.R.L. R controllers work with later iPads and iPhones. You would have to confirm this for yourself, however.

The C.T.R.L. R is, for want of a better term, a 'standard size' gaming controller, almost identical in dimension to the Xbox One controller. There are also 'Micro' versions of both the C.T.R.L. R and C.T.R.L. I, which have the same functionality as their respective full-size models but are approximately a third of the weight and 85% of the physical body size. The thumbsticks are roughly the same size as the regular controllers. Micro C.T.R.L. controllers are larger than Nintendo Joycons and, for me, certainly more comfortable to use than Joycons. My Micro C.T.R.L. I uses a different type of smartphone clip than my regular C.T.R.L. R.

There are also C.T.R.L. R controllers which are 'M.O.J.O.' branded. M.O.J.O. is the name of Mad Catz' standalone Android TV gaming console. It's my understanding (though I haven't personally used one) that M.O.J.O. branded controllers work similarly to regular C.T.R.L. R controllers when paired with computers and tablets, but they do not support the same firmware updates as unbranded C.T.R.L. R - this means that M.O.J.O. branded controllers cannot be firmware updated to support XInput directly on Windows, and in turn will not allow you to play most Steam games properly or use the two analogue triggers independently. In short, you're best advised to avoid M.O.J.O. branded controllers unless you specifically want a controller solely for Android gaming.

Usage

In the front centre of the controller is a button showing four diagonal 'scratches': this is the Mad Catz 'scratch' emblem button. This button is used to power the controller on and off, as well as lighting up to show the controller's battery and Bluetooth pairing status. On some platforms this button acts as a 'meta' button or a 'Home' button. Throughout this manual, I will use the ⊞ (circled 'equals' symbol) to represent the emblem button.

Insert the batteries

Turn the controller to face away from you. Gently push the long horizontal tab at the bottom of the battery compartment upwards and tilt the detachable cover up and away from you to remove it. The C.T.R.L. R takes two standard AAA batteries. Insert the left battery with positive up, and the right battery with positive down. To close the battery compartment cover, place its top edge in place, then tilt the lower edge downwards and push it into place until the tab clicks secure.

Power on the controller

Hold the ⊖ button for five seconds when it is not lit. The ⊖ button will light up indicating the controller is powered on. The ⊖ button may start blinking red/blue meaning the controller has not yet established a connection. A solid colour indicates that the controller has reconnected with whatever device it was last paired with. When the colour of the ⊖ button is solid, the colour indicates the battery status: light blue is good, purple is half, red is bad.

Power off the controller

Hold the ⊖ button for five seconds when it is lit any colour. The ⊖ button should go dark, meaning the controller is now off. It is a good idea to remove the batteries when the controller is not going to be used for a long period of time, to reduce unnecessary standby battery drain and the risk of corrosion due to leakage.

Of course you can also simply remove the batteries while the controller is powered on to power it off.

How pairing the controller works

The controller can belong to one computer or device at a time. The controller will stay paired indefinitely with the last paired device, no matter how many times either the controller or device is powered off. When you turn the controller back on, it will automatically attempt to synchronise with the last device you used it with - you don't need to go into any options menu to reconnect the controller.

To establish a new pairing, you have to clear the existing pairing.

Clear the pairing

With the controller powered on, hold down both the ◀ and ▶ media buttons located along the top of the controller for five seconds (these are the second and fourth buttons in this row). The ⊖ button will flash magenta momentarily, and then begin blinking red/blue. The magenta flash means the pairing has been cleared. At this point, the controller will broadcast itself over Bluetooth as an available 'Mad Catz C.T.R.L.R'.

Establish a pairing

Pairing the C.T.R.L. R with your gaming device follows the standard procedure for Bluetooth peripherals on that system. Here's a quick reference if you are unfamiliar with Bluetooth.

Linux: Turn Bluetooth on on your PC. Clear the pairing on the controller. In Blueman or KDE Bluetooth settings, search for devices. Right click 'Mad Catz C.T.R.L.R' and click Pair. This associates the controller with your PC. After this, right click 'Mad Catz C.T.R.L.R' and click Connect. The ⊖ button on the controller will change from red/blue to a solid colour. This means the controller is ready for gaming.

Windows: (Note, it is best to install the official Mad Catz drivers before pairing your controller with your Windows PC. Using the C.T.R.L. R on Windows is covered in depth later in this manual.) Turn Bluetooth on on your PC. Clear the pairing on the controller. Right click the Bluetooth system tray icon and click Add New Device. Search for devices. Click 'Mad Catz C.T.R.L.R' and click Connect. If a dialog asks you if the device requires a PIN, say no. The controller should now be associated with your PC. The ⊖ button on the controller will change from red/blue to a solid colour. This means the controller is ready for gaming. However, the controller will not work at its full potential if you haven't installed the Mad Catz drivers on your PC. The controller will only work with DirectInput software unless you also apply the official firmware update to the controller.

Android: From the home screen, go to your apps launcher and choose Settings, then Bluetooth. Enable Bluetooth. Clear the pairing on the controller. Tap Add New Device. Search for devices. Tap 'Mad Catz C.T.R.L.R' and click Connect. If a dialog asks you if the device requires a PIN, say no. If a dialog asks you to provide access to your contacts and texts, say no (this permission is not necessary). The controller should now be associated with your device. The ⊖ button on the controller will change from red/blue to a solid colour. This means the controller is ready for gaming.

From this point on, whenever Bluetooth is enabled on your device and the controller's power is on, the controller will automatically reconnect to the device. The Bluetooth pairing is persistent until you clear it on your device or controller.

If 'Mad Catz C.T.R.L.R' is not shown in the list of available devices when you are scanning, clear the pairing on the controller to force a new broadcast.

If 'Mad Catz C.T.R.L.R' is shown in the device list already and the Pair command is not working, this probably means that the device had associated with a controller in the past under a different broadcast. Right click 'Mad Catz C.T.R.L.R' and click Remove to remove the device's memory of the controller, wait five seconds, then repeat the pairing process from scratch. After a successful pairing, giving the controller a new name like 'Pad Red' in your properties can help distinguish it in the list and prevent name collisions.

Controller Modes

Between the grip handles on the controller is a three-way slider switch. The controller has three modes you can select using this switch. You can change modes at any time; you don't need to repeat the pairing or turn the controller or computer off to change modes.

In all three modes, the media control buttons (volume, play/pause) act as standard Bluetooth media buttons, controlling your system volume and so on.

From left to right, the modes are:

Left position 'Smart': The controller acts as a gamepad with independent analogue triggers.

On Windows, an *updated* controller acts as a fully functional XInput controller. On Linux, the controller is a highly responsive analogue gamepad. However, the controller's Back and ⊖ buttons may be interpreted by your Linux desktop environment as system events such as 'Back' and 'Home', causing menu behaviour instead of being recognised as gamepad buttons, so you may need to investigate how to disable this behaviour in a configuration file if it affects the game you are trying to use. On Android, the controller acts as a fully functional game controller. Note that on Android the game controller will likely be able to navigate your launcher and menus, as if the Android device were a game console!

See the Troubleshooting section for more advice on the Back button behaviour.

Centre position 'Mouse': The device acts as a standard Bluetooth mouse.

Left analogue stick moves the cursor. The A button is left mouse button. The B button is right mouse button. Left and right bumper are also the mouse buttons. The right analogue stick works like a mouse scroll wheel when tapped up or down; it has a key-repeat type function if held. The D-pad acts as cursor keys - useful for

navigating directories on screen. Other functions might be present too. You can freely change the device from gamepad mode to mouse mode and back at any time using the switch - the PC won't start dinging and complaining as if you had reconnected or disconnected a device - this is very useful when you are couch-surfing with the controller and want to launch an emulator from Windows using the mouse mode and then click the switch back to gaming mode.

To my knowledge, most versions of Android support (wired or Bluetooth) mice, so when Mouse mode is used, a mouse cursor will be shown on screen for you to use the Android device like a desktop.

Right position 'Desktop': The device acts as a gamepad with triggers presented as digital buttons.

On Windows, the controller acts as a DirectInput controller. On Linux, unlike 'Smart' mode, the Back button will act as a standard button. On Android, the controller will be fully functional, though it's probably best to use 'Smart' mode with an Android device.

Overall, the C.T.R.L. R has the capabilities of a PlayStation 2 controller in this mode, except for the lack of vibration and the pressure sensitive buttons everyone hates. Consider 'Desktop' mode to be a reliable fallback mode for gaming on any device that doesn't need analogue triggers.

Installing the Mad Catz drivers in Windows

To use the C.T.R.L. R on Android and Linux, no drivers are necessary.

On Windows, you will need to install the Mad Catz C.T.R.L. R drivers and a small resident program called 'Mad Catz Profiler'.

Drivers:

CTRLR_Range_7_0_48_0_x64_Drivers.exe

Profiler:

CTRLR_Range_7_0_48_0_x64_Software.exe

These are version 7.0.48.0, which is the version I am using for XInput and DirectInput gaming on Windows 10 at the time of writing. These are good versions.

You should be able to download both of these files from the same location where you found this manual.

If you are running a 32-bit operating system, use the files named 'x86' instead of 'x64'.

First, double-click the Drivers.exe and follow the on-screen prompts. Then double-click the Software.exe and follow the on-screen prompts. That's all that's needed!

After you have installed both of these exes, try to pair your C.T.R.L. R controller with your Windows PC using the standard method. If the pairing has succeeded and the controller has been recognised, you should see a small controller icon appear in your system tray (beside the time and date on the Start bar). If this icon has appeared, the drivers and software are working, and you should be able to use your controller in your favourite DirectInput games.

Using the Windows software, the short version

The Mad Catz C.T.R.L. R driver software consists of the driver files and two programs called A.P.P. and Profiler.

The short version is that Profiler shows a system tray icon for each of your paired C.T.R.L. R controllers that allows you to choose between them being recognised as XInput or DirectInput ('HID'). Right click the icon and select the API you want to use from the context menu. Don't forget to set the controller's physical mode switch to 'Smart' for XInput or 'Desktop' for DirectInput.

The rest of the Mad Catz official software is a waste of time unless perhaps you find a gamepad very intuitive or comfortable for driving your desktop. I've written about the Mad Catz programs in an appendix just in case you're deadly curious.

If you accidentally double left click the controller icon, you'll launch the Mad Catz configuration program called A.P.P.. Don't bother with it. If it appears, just close it. Don't try to use A.P.P. to reassign your controller buttons. Use a program like Joy2Key or the overlay settings within Valve's Steam client program instead to do this. (I'm not a Steam-user, so I can't help you with this, but I'm told it's really good.)

Updating the controller firmware for XInput use

The factory condition C.T.R.L. Rs in my possession work fantastic as DirectInput gamepads on Windows, standard gamepads on Linux and standard gamepads on all versions of Android (untested on iOS).

However, a firmware update provided by Mad Catz upgrades the controller to also allow it to be used as an XInput controller on Windows, meaning it will become

compatible with every Windows game that supports a gamepad - many games will treat it as if it were a standard Xbox One controller.

Firmware is the software that lives within the controller itself that handles the buttons and the wireless Bluetooth functions. When you update the firmware, you're putting newer software onto the controller to make it work better.

Without the firmware update, you will be able to use DirectInput mode but not XInput mode, and you will not have access to analogue triggers.

Mad Catz claims that upgrading the firmware of your C.T.R.L. R may provide a lower latency experience than the factory firmware. I haven't been able to objectively test this, and the quality of the factory firmware is more than adequate in my experience!

One caveat is that a C.T.R.L. R controller with the most recent firmware may *lose* compatibility with very old versions of Android (9 or lower, perhaps). If you're using your C.T.R.L. R to play absolutely *stonkingly* ancient Android Ouya games that can't run on Android 12 or above, I wouldn't recommend applying the firmware update. I can't imagine playing games on a device that old would be that pleasant an experience though...

I've performed the following steps myself several times without any issues with my computer, my smartphone or my C.T.R.L. Rs. If you repeat these steps slowly and carefully, you should have no problems, though I offer no guarantees.

First, a warning: you may find guides online that recommend manually entering Device Manager and using 'Update driver' to replace the original Mad Catz driver .inf files with different ones. E.g.

<https://treexy.com/products/driver-fusion/database/human-interface-devices/mad-catz/ctrlr-xinput-bus/>

Messing with the Device Manager is completely unnecessary and very dangerous! You don't need to do anything like this in order to get full XInput compatibility from your C.T.R.L. R.

All that's needed is to use the official Mad Catz C.T.R.L. R update program while the controller is connected to your Windows PC via USB. You will need a micro USB data cable (this is the size that is used for charging PlayStation 4 controllers and Android phones before USB-C).

You won't need to keep the cable inserted to play games afterwards, by the way! (In fact, the USB connector is for firmware updates only, period. You can't use the C.T.R.L. R as if it were a wired controller by connecting it USB. Nor does it contain a rechargeable battery.)

As far as I know, updating the firmware of a C.T.R.L. R is only possible on Windows. But the controller already works perfectly on Linux-based systems anyway, so...

Here are step by step instructions to update the firmware on a controller. These instructions are provided for information only and I offer no guarantees or warranties. It is critically important to not miss out a step or abort the process part way through once started as your controller might be left non-functional. Pay attention to any on-screen prompts or instructions the Mad Catz software gives you.

- Remove the battery cover and batteries from your C.T.R.L. R. You should see the micro USB connector in that cavity behind where the batteries would go. Don't connect your controller to your PC using the USB cable yet.
- Download and install the firmware update program. If you've used the software before, check if you already have it installed.

For the C.T.R.L. R, the filename is: CTRLR_32266_Installer_v125_64bit.msi

Note that there are separate updater programs for different models of C.T.R.L. R. Make sure you are using the correct one for your controller. I have found that the Micro updater will not allow you to update regular C.T.R.L. R controllers (and perhaps vice versa). You may damage your controller if you mistakenly try to install the wrong firmware.

- Run the firmware update program you installed. It may appear automatically. The installer wizard 'Firmware 1.2.5 for Mad Catz C.T.R.L. R' will be shown on screen and show you a changelog. This is the list of improvements the firmware update will apply to your controller.
- Read the document and agreement if you like, and then accept it.
- Connect the C.T.R.L. R to your PC using micro USB when prompted. When the controller has been recognised, you will be able to click Next. If the controller isn't recognised, you may have used a bad micro USB cable. Certain cheap devices like Bluetooth speakers are shipped with micro USB cables that

can only do charging and not data. In this case, you will need to find a better micro USB cable.

- A Windows administrator prompt will appear asking you if you want to 'allow dpinst.exe to Make Changes'. Allow this. This is Windows making sure you want to do some low-level techy stuff.
- You will be asked if you want to install a device driver named 'DFU Driver Universal Serial Bus connector by Madcatz Europe Ltd.'. DFU stands for Device Firmware Update. Accept this.
- You will be asked to hold and to put the controller into Firmware Update Mode. With the controller connected to your PC, hold the Previous Track ◀ and Next Track ▶ media buttons simultaneously to put the controller into Firmware Update Mode.
- Observe the warning that you must not unplug the controller or turn off your computer during the firmware update.
- Begin the firmware updating using the instruction on-screen. This will take about three minutes. A progress bar will be shown during the process.

If this step hangs for ten minutes or more, you can click Cancel and try again. In that case, it's best to abort the firmware update, unplug the C.T.R.L. R from the PC, reboot your PC, and run the firmware update wizard that you installed again. I have had the firmware update process freeze only once while updating the firmware on a C.T.R.L. R, and repeating the process from the beginning fixed the controller for me.

- If the firmware update process completed, you will be instructed to Calibrate the controller. Calibration resets the range of the analogue sticks and triggers and makes sure the analogue sticks rest in a centred position. Visual instructions for calibrating the controller will be shown on screen, but I've copied them below.
- Unplug the controller from your PC and reinsert two AAA batteries.
- Unpair the controller in the Bluetooth menu of any devices that the controller was previously paired with.

- Pair the controller with your PC or Android device in the usual manner until the ⊖ button turns a solid colour.
- Place the controller on a table, otherwise the following button combination might be hard to press. With the controller powered by batteries and correctly paired, hold A+B+X+Y+L1+R1 on the controller for three seconds until the ⊖ button shows solid magenta, then release all buttons.
- Then firmly press the Back button just once on the controller. This will cause ⊖ to show blinking magenta. This is the calibration mode, where the controller will record the range of motion. Do not press any buttons, sticks or triggers unless specifically instructed to during this mode.
- Gently move each analogue stick in turn through its full range of motion in circles several times. There will be no on-screen feedback. Then release the sticks.
- Gently depress each analogue trigger in turn back and forth fully several times. There will be no on-screen feedback. Then release the triggers.
- Release all the sticks and triggers on the controller, wait a second, then press the Start button once firmly. The ⊖ button will blink blue four times, then it will blink red/blue (as if it were now unpaired).
- Wait five seconds, and then remove the AAA batteries from the controller.
- Wait another five seconds, and then reinsert the AAA batteries into the controller.
- Power the controller back on by holding the ⊖ button. Calibration is complete!
- You may now freely pair your updated C.T.R.L. R with your PC and smart devices. If you previously paired this C.T.R.L. R with some other devices or computers in the past, you will need to remove that pairing from those computers and re-establish it.

You may keep the firmware update wizard installed on your Windows PC if you want to update the firmware on more C.T.R.L. R controllers. Otherwise, if you only own one C.T.R.L. R, you may safely remove the firmware update wizard from your PC using the normal Windows Programs and Features uninstallation process.

If your controller's sticks or triggers do not have the correct range of motion or are resting incorrectly, repeat the calibration steps beginning with holding the face buttons and bumpers. View a summary of recalibration in the Troubleshooting section. You can recalibrate your C.T.R.L. R at any time as long as you are able to pair it with a PC or smart device first so the ⊖ button is showing a solid colour. You don't need the firmware update program installed on your PC to recalibrate the controller.

Using the Mad Catz C.T.R.L. R as an XInput controller in Windows

To reiterate, you will need to have the standard Mad Catz Software and Programs installed on your Windows PC. You will also need to have applied the firmware update to your C.T.R.L. R controller. If you're certain you've performed both of those steps, you will be ready to play XInput games!

Pair your controller with your Windows PC using the standard method if you haven't done so already. To verify that your C.T.R.L. R has paired and connected correctly, look at the system tray in the corner of your screen beside the time and date. You should see a small icon depicting a game controller. Right click the icon to bring up a context menu.

The topmost options ('Mad Catz Default' and 'Clear') let you select Mad Catz Profiles. You don't need to worry about those options.

At the bottom of the list you will see options for XInput and HID.

To make your C.T.R.L. R act as an XInput controller, move the physical switch on the bottom of the controller to the left to select 'Smart' mode, and then click the XInput item in the context menu.

To make your C.T.R.L. R act as a DirectInput controller, move the physical switch on the bottom of the controller to the right to select 'Desktop' mode, and then click the HID item in the context menu.

Remember, you have to slide **both** the physical switch **and** use the little icon!

The way Mad Catz implements this controller support is by acting as if there are two different controllers connected to your computer simultaneously.

When you're configuring your controls in emulators or games, you will now see two controllers connected to your computer:

- 'Mad Catz C.T.R.L. R' is the DirectInput gamepad for older games.
- 'Controller (XBOX 360 For Windows)' is the XInput gamepad for newer games.

When you slide the mode switch, you are choosing which of these virtual controllers you are playing with.

Many games will be able to detect that you have an 'Xbox 360 Controller for Windows' and use it straight away without any more configuration.

You can test that you've gotten XInput working (and that DirectInput still works!) using a great gamepad tester application for Windows called Pady by flafdraws.

<https://flafdraws.itch.io/pady>

I would heavily *heavily* advise against using the standard system Game Controllers dialog in Control Panel in Windows to test your controller. First, it is only compatible with DirectInput controllers, and I wasted *hours* trying to diagnose XInput issues and independent analogue trigger issues in GameCube emulation before realising the Game Controllers Properties panel was completely useless. Second, that dialog has been included in Windows unchanged from *Windows 95*, so to call it rickety would be an understatement.

Pady shows you big, friendly illustrations of all the controllers connected to your PC. Click the 'plus' symbol at the top of the Pady interface and these controllers will be labelled with the names 'XInput Gamepad' and 'Mad Catz C.T.R.L. R'.

When you leave the controller at rest, none of the controller buttons should be lit up on-screen. Particularly, the sticks should be dark and in their centred rest position and the triggers should be dark. Try wiggling your analogue sticks and pressing buttons on your C.T.R.L. R and you will see the corresponding sticks on screen moving about and lighting up. Use Pady to test your controllers' full range of motion and buttons.

Move the mode switch on your C.T.R.L. R to XInput (remembering to use the little controller icon as well) and you will see that the two controllers are totally independent, and that the XInput controller will have smooth analogue triggers, while the other controller has digital snap triggers. Hopefully each controller on

screen is showing a smooth, precise response for both the XInput and DirectInput personas.

You can test any kind of pad with Pady, not just Mad Catz' pads.

This is all you need to do in order to use the C.T.R.L. R with modern Steam games: slide the switch and make sure the little controller icon is set to XInput.

However, some games aren't perfect and don't like having multiple controllers connected. They assume you only ever have one controller and go wonky otherwise.

If your favourite game is acting strangely, such as not recognising the controller or showing glitchy or incorrect on-screen button prompts, see below for how you can fix this.

Using HidHide when games don't like multiple controllers

Having multiple controllers connected in Windows can cause issues in some games. Some Windows games automatically detect and use only the first controller that the software detects at random (Need for Speed: Most Wanted (2005)), and other games written by lunatics will refuse to start **at all** if more than one controller is connected (Dex).

If you want to make sure a specific game can only see the XInput controller and not the DirectInput version, or vice versa, you can use a tool called HidHide. HidHide is a Windows program that prevents games and programs from seeing specific controllers, keyboards or mice when you don't want them to.

<https://github.com/nefarius/HidHide/releases/tag/v1.5.230.0>

To HIDE a device using HidHide

Go to the Devices tab.

Select 'Filter-out Disconnected' to show only currently connected input devices.
Select 'Gaming devices only' to show only game controllers.
Select 'Enable device hiding' to enable HidHide's ability to mask controller availability.

There should be two choices here for controllers you can hide:

- 'Mad Catz C.T.R.L. R' is the DirectInput controller.
- 'Controller (XBOX 360 For Windows)' is the XInput controller.

Return to the Applications tab. Click the small + button in the lower right and you will be asked to select the game .exe you want to apply a controller filter onto.

This can be somewhat confusing, so here's a worked example from the top.

HidHide Step by step

On Windows, the game Need For Speed: Most Wanted (2005) wants only one controller plugged in at a time.

It works best when the only controller plugged in is an XInput controller.

This means I need to hide the DirectInput controller from Need For Speed, so it only sees the XInput controller:

1. Right click the Mad Catz Profiler controller icon and select XInput.
2. Move the slider on the controller to the left.
 - We've set our updated C.T.R.L. R controller to XInput mode.
3. In HidHide, go to Devices and click the checkbox beside 'Mad Catz C.T.R.L R'.
4. Go to Applications and use the + button to select the executable
C:\Games\NFSMW\speed.exe
5. Enable 'Inverse application cloak'.
 - We've told HidHide to hide DirectInput version of the controller, and we want
Need For Speed to be the game that is subject to this rule.
6. Power the controller off by holding down the emblem button until the light goes out.
7. Wait five seconds.
8. Power the controller back on by holding down the emblem button. The symbol should flash and the controller should return to being associated with your PC.
 - We've powered the controller off and on to 'reconnect it', so HidHide is able to work.

This means that while HidHide is active, Most Wanted will NOT be able to see that there is a DirectInput controller available. The fully updated XInput-capable C.T.R.L. R has been set to XInput mode, and this is the only controller that Most Wanted will be able to detect. Because Most Wanted on Windows wants to see a

single Xbox 360 controller, the game will now detect your XInput controller correctly and set up the buttons and axes for you, and you will have an amazing racing experience!

HidHide is temporary, and you can turn it on and off at will. It only affects the programs you select. To disable this effect, open the HidHide configuration client and uncheck the devices in the Devices tab.

I prefer to use the option labelled 'Inverse application cloak', which means that any program you've added to the Applications tab will NOT be able to see the devices you have selected.

Read the HidHide documentation for more information.

Testing the controller through the web browser

On Windows, Linux or Android, you can test your controller through your web browser if you have an Internet connection using **HARDWARE TESTER GAMEPAD TESTER**.

<https://hardwaretester.com/gamepad>

This site is very useful if you are in a hurry. I don't fully trust the responsiveness of a JavaScript-based tool, though, so I recommend you use this tool alongside normal desktop utilities and smartphone apps to test your controller. Your controller appearing in **GAMEPAD TESTER** is no guarantee that it will work in the game of your choice.

On Windows, don't forget that your updated C.T.R.L. R now has two distinct controller personas, and you might have to tell **GAMEPAD TESTER** which of the two to look for.

Testing the controller on Linux

There are many desktop programs for testing joysticks and controllers on the Linux desktop. The popular KDE Plasma desktop has a controller diagnostic built-in, which can be accessed within System Settings - Game Controller. On Gnome or MATE, I suggest installing your distribution's `jstest-gtk` package. When installed, `jstest-gtk` appears under System Tools in your Applications menu, not Games, oddly.

Testing the controller on Android

My preferred game controller tester on Android is 'Game Controller Tester' by POW Games UK. This is a freemium app that can test pretty much any controller for Android. It is freemium but is fully functional with small banner adverts (and no

interstitial videos, etc.) if you don't want to pay. It can also be found by searching for its Android package name uk.co.powgames.gamecondiag

<https://play.google.com/store/apps/details?id=uk.co.powgames.gamecondiag>

How to tell the battery status

When the controller is powered on and successfully paired, the ⊖ button shows the battery status. When the colour of the ⊖ button is solid, the colour indicates the battery status: light blue is good, purple is half, red is bad. When the ⊖ button is red, I've noticed odd controller behaviour like sloppy/weighty controls. It's best to use high-quality, fresh batteries where possible.

The battery status is also shown in the Mad Catz A.P.P. software on Windows. I assume it would also be shown in the Mad Catz A.P.P. for smartphones, if said app worked. I don't know if the battery status is exposed anywhere on Linux. I own several headsets that report their battery level via Bluetooth to my Android smartphone, but in Android 14 (Lineage 21) there is no battery level reporting on the C.T.R.L. R's 'Device details' screen.

I don't like the Mad Catz software, how do I uninstall it?

The Mad Catz software and drivers on Windows can be uninstalled using the standard method as any other Windows application. Typically, you use Control Panel, Programs and Features.

Use of the smartphone clip

The C.T.R.L. R retail box comes with a smartphone clip for you to securely connect a smartphone or gaming tablet above the controller in a landscape orientation. I have used my C.T.R.L. R smartphone clip with a Motorola Moto G9 Play smartphone and a Motorola Moto G8 Power smartphone. I bought the Moto G8 Power specifically to keep it installed inside a C.T.R.L. R as a dedicated Android gaming handheld!

The C.T.R.L. R smartphone clip will accommodate phones up to approximately 8cm in width and 0.7cm in thickness.

You should be aware that the jaws of the smartphone clip will grip the long edges of your smartphone in a 5cm horizontal region: you will have to possibly position your phone off-centre in order to prevent the jaws from resting on your smartphone's power or volume buttons. My Moto G8 Power rests off-centre by 1cm in the smartphone clip jaws, but this is actually a massive benefit: when my Moto G8 Power is mounted in the smartphone clip with the power button exposed upwards, the front-facing selfie camera island is in the lower left of my field of view. Full-

screen apps and emulators will, by default, blank the entire left 1cm of screen space to mask away this selfie camera island area to give a rectangular unbroken display. This means that although the smartphone is physically placed slightly off-centre within the smartphone clip jaws, the full-screen available rendering area becomes comfortably exactly centred above the C.T.R.L. R body. Of course, you can disable this masking in your apps and use the full screen area if you don't mind the circular hole.

To place a smartphone inside the smartphone clip, you must gently pull the jaws of the clip open, place your smartphone inside in a landscape orientation, then gradually release the jaws while applying gentle pressure on the smartphone screen to push it inwards into the smartphone clip until the smartphone is securely held in place. Ensure that the phone is flush against the back wall of the smartphone clip otherwise it may pop out forwards due to the pressure of the jaws. There is no way to clip a phone in the vertical orientation. The interior of the jaws and smartphone clip are rubber lined so the smartphone shouldn't be scratched. The interior of the upper and lower jaws of the smartphone clip are angled inwards so when the smartphone is installed correctly, the smartphone should experience a constant force into the concave body of the smartphone clip.

I've found the arrangement to be very secure, but this doesn't mean that it's permanent. Any amount of force applied to the smartphone or the smartphone clip that would cause the jaws of the clip to open slightly will eliminate all the force holding the smartphone in place. Or, put another way, if you lift your smartphone slightly from beneath, it will immediately want to spring back out of the clip.

The smartphone clip attaches onto the top of the C.T.R.L. R by means of a mounting peg and large retaining thumbscrew. First, remove and retain the large thumbscrew from the C.T.R.L. R by loosening it until it comes free. You will see that the screw hole for the retaining thumbscrew is centred within a rectangular raised peg on the top of the C.T.R.L. R. Place the smartphone clip onto the rectangular raised peg and force it down in place until it is secure. While maintaining pressure on the smartphone clip down onto the rectangular raised peg, place the retaining thumbscrew in position and screw it very tightly into place. If you have done this correctly, the smartphone clip should be registered firmly onto the raised peg and allow no movement or rotation whatsoever.

It is your choice whether to place your smartphone within the smartphone clip first and then attach that to the C.T.R.L. R, or to attach the empty smartphone clip to the C.T.R.L. R and then prise the jaws open to place the smartphone inside the vacant jaws, perhaps using the C.T.R.L. R body as a handle to help you counter the strong smartphone clip spring.

When not using the smartphone clip, you can either keep the retaining thumbscrew in place screwed into its position on top of the C.T.R.L. R (though perhaps like me you will be tempted to fiddle with it constantly, and then it may pop off and get lost), or you can remove it and keep it in the C.T.R.L. R box (though you may still somehow lose it in this case - if for some reason it ends up not staying in the case).

The other C.T.R.L. models have different mounting systems and different smartphone clips, you will have to locate and refer to the official Mad Catz manual for information on these.

A.P.P. for Android and iOS

The official A.P.P. app for Android and Apple devices has been discontinued for many years. C.T.R.L. R controllers work perfectly fine without A.P.P. on smart devices. Don't worry about it.

For curiosity's sake, I have been able to download an archived copy of the Android .apk of A.P.P. and install it on various devices, but my C.T.R.L. Rs have never shown up as devices within the Android A.P.P. App as I suspect my Android 14 devices are simply too new for A.P.P. to function.

```
adb install --bypass-low-target-sdk-block Mad\Catz\ A.P.P._3.0_APKPure.apk
```

I don't have any experience with A.P.P. for iOS so I can't advise on it either.

Using the Windows software in detail: A.P.P. and Profiler

This information is only for curiosity's sake. In 100% of cases, you won't see, need to use, or need to worry about the Mad Catz A.P.P. software at all. However, it's part of the standard install, and you might break something if you try to remove A.P.P. separately from the Mad Catz drivers.

'A.P.P.' is the name of the Mad Catz C.T.R.L. configuration software for Windows that allows you to create custom button Profiles for your controller, and to query its battery level and set the mouse mode sensitivity. It unfortunately does not show you the firmware version of your controller. A.P.P. also annoyingly shares its name with the C.T.R.L. R configuration program for smartphones.

To launch A.P.P., double left click the small controller icon in your system tray. You can also go to the installation directory and run A.P.P..exe

Within A.P.P., there are three tabs, Programming, Settings and Support. Programming lets you define Profiles, which are sets of customisable controller button assignments that can be swapped at will. Settings shows you the battery life of

your controller and some mouse settings. Support shows links to various Mad Catz website resources, all of which are now broken links. The only useful tab within A.P.P. is Programming.

The Programming tab allows you to create sets of custom button shortcut assignments called 'Profiles'. Profiles allow you to assign controller buttons to actions like keyboard keys or launching programs. The typical actions that Profiler allows you to assign are the fiddly annoying extended media keys you find on USB keyboards, like 'Launch Web Browser' and 'Launch E-Mail'. Nobody in the history of the universe has ever wanted to assign the right bumper to 'E-Mail Reply To All', so I don't use Profiler, but you may find it useful if you intend to use your C.T.R.L. R controller as a couch surfing remote control. Typically, you'd just use Joy2Key or something similar for this and leave A.P.P. alone.

Unfortunately, Profiles do not allow you to reassign buttons on the controller to other buttons.

To choose a Profile to edit, click the small > chevron at the left side of the window. This opens a panel showing all the Profiles you have defined. Click on a Profile name to see some options related to it. One interesting looking item is 'Link to program'. This (I believe!) allows you to automatically change your controller's Profile when a specific game or application is active! But unless I'm mistaken, there's no corresponding action that lets you automatically toggle the controller between XInput and DirectInput, so what's the point? Click the < chevron to dismiss the Profile list.

The large illustration of the controller in the centre of the window shows you what actions have been assigned to the face buttons, bumpers and triggers. Each large grey square is connected by a line to one of the inputs on the controller. The chevrons beneath the illustration allow you to move to Page 2 and Page 3, which control the assignments for the analogue sticks and the directional pad respectively. I have absolutely no idea why they allow you to map an action to a diagonal press of the plus-shaped directional pad. That truly is insane.

To assign an action to a button or stick, find an action you like in the Shortcuts/Keys/Favorites/Custom pane and drag it onto the appropriate grey square beside the illustration. Shortcuts contains actions you'd normally find among the fiddly annoying extra-value media keys you find on USB keyboards, like 'Launch Web Browser' and 'Launch E-Mail'. Keys contains keyboard keys and actions. Custom lets you record keyboard and mouse macros. Bizarrely, I don't think there is a way to configure a controller button to *launch* a specific program, outside of recording a keyboard macro that pops up the Run dialog and types it in.

'Profiler' puts a controller icon in the system tray for each C.T.R.L. R controller currently paired with your PC. If you have multiple controllers paired at once, one controller icon will appear in the system tray for each controller. Right click the controller icon to display a small menu for that controller. This right-click menu lets you select one of the named shortcut configuration Profiles you have created in A.P.P., and to select whether the controller will be recognised as an XInput controller or a DirectInput controller ('HID'). The default Profile is named 'Mad Catz Default' and has no custom button assignments. If your controller is acting strangely, it's possible you have set it to a non-blank Profile.

It is best to just leave A.P.P. alone and not define any Profiles in the first place.

Troubleshooting

Erratic stick or trigger behaviour

If the controller's analogue sticks or triggers are showing weird behaviour such as jumping, skipping, sticking or resting off-centre, there are several possible causes:

- Low battery. If the ⊖ button is not showing solid light blue, replace the batteries.
- Dirt within the analogue sticks. The C.T.R.L. Rs are quite old now. I've found that when taking them out of new old stock packaging, the analogue sticks need a few minutes of gentle circling before they will demonstrate perfect response. Dismantling the controller to clean it is the nuclear option, and is not recommended and is very very very very rarely necessary.
- Incorrectly holding the controller while powering it on. This can be solved by powering the controller off, making sure you aren't touching the sticks or triggers, waiting five seconds, then powering the controller back on again. The C.T.R.L. I for iOS has no calibration mode that I can find, but in the one instance where the C.T.R.L. I for my iPad Mini 2 Retina was malfunctioning, it was, in fact, because I was holding it wrong.
- Incorrect calibration. After considering the above much more likely causes, if the analogue behaviour is still wrong, the controller itself can be manually recalibrated. This isn't a great idea as it's a pain in the ass, and you shouldn't really ever need to do this, but it is mandatory after a firmware update. To begin recalibration, pair the controller with any device until the ⊖ button shows a solid colour. Place the controller on a table and press and hold A+B+X+Y+L1+R1 until the ⊖ button shows solid magenta. Then press Back once, this will cause ⊖ to show blinking magenta. This is the calibration mode. Slowly rotate each stick in turn several times then release. Slowly depress each

trigger in turn several times then release. Finally press Start to save the calibration. The ⊖ button will blink red/blue indicating the calibration is complete. At this point, you should erase the pairing on your PC and re-pair the controller. You can recalibrate your C.T.R.L. R at any time as long as you are able to pair it with a PC or smart device first, and you don't need a micro USB cable.

No controller icon is shown in the system tray

This means that the controller hasn't paired, or you didn't install both the Mad Catz Drivers and Software packages.

Or perhaps you're using Linux, which doesn't use the Mad Catz Profiler and doesn't show controller icons in the system tray.

How do I stop my combined C.T.R.L. R and phone from toppling over backwards?

You can't - it seems that phones these days have gotten slightly weightier than Mad Catz anticipated. Mated to my Motorola Moto G8 Power phone, the combined centre of gravity is almost exactly on the edges of the controller's triggers, meaning that the slightest knock will cause the setup to topple backwards onto the phone body.

Plan for the phone to topple backwards and don't put anything dangerous behind the combined unit: set up a soft landing for it so as to not damage the back of your phone (camera, fingerprint sensor, etc.). When you're going to put the controller down for a while, tilt the unit backwards and rest the combined unit on the phone, not the controller. It will be much more stable.

Uncooperative Android apps and the Back button

Even when the mode switch is set to Smart, the default behaviour of Android apps is to treat the Back button as a system event. Most emulators will account for this and let you freely map Back like any other button. On my Motorola Moto G8 Power paired with a C.T.R.L. R with the switch set to Smart mode, I've had no issues with the Back button in NetherSX2, PPSSPP, Dolphin MMJR 2, M64Plus FZ, Flycast, Yaba Sanshiro, DraStic or RetroArch. However, at the time of writing, the PlayStation 1 emulator DuckStation is the exception. When I press Back in DuckStation in the menus I am taken one level up in the current menu, or if I'm in a game I'm taken to the meta menu. I can't find an easy method to use the C.T.R.L. R's Back button in DuckStation. However, as a workaround, fortunately the media buttons along the top of the C.T.R.L. R are recognised as buttons in the DuckStation controller mapper and are available for you to map. If you're not playing audio in your Android device's Music app in the background, you should be able to safely use the DuckStation mapper to map the Rewind, Play/Pause and Fast Forward media

buttons to game actions. In games where you do need the Select button like Blaster Master: Blasting Again (to exit the vehicle) or Metal Gear Solid (to use the Codec), the Play/Pause button in the very top middle of the C.T.R.L. R is a workable substitute. You may prefer to map the Rewind and Fast Forward buttons as Select and Start instead.

Can we fix the Back behaviour when using 'Smart' mode on Linux?

It seems that the strange Back button behaviour on the controller is due to the kernel xpad driver. It seems to be really good, but not perfect for this scenario. Other people have had issues with other Bluetooth controllers (as well as the real-deal Microsoft ones sometimes, I think?) so there is a replacement driver called xpadneo. I don't know anything about it, and I haven't tried it.

<https://xpadneo.com/>

Please look into it if you are having trouble playing games with your C.T.R.L. R on Linux. The Linux version of Steam (which, again, I haven't used) might also have some functions that help.

As a last resort, if you've got time to spare, you could also try vibe-troubleshooting this with a conversation with Google Gemini. If you're lucky, it might give you a simple configuration change that makes everything work how you'd like. Or it could come up with something totally bananas that would never work.

How do I enable vibration?

The C.T.R.L. R does not have built-in rumble. When playing on PC, you will have to live without it.

When mated to an Android phone or tablet, rumble is available and many emulators will support it. However, it will be the *phone* that provides the rumble, not the controller. (Think of it like a Dreamcast or Nintendo 64 rumble pack, or Pokémon Pinball for the Game Boy Color!)

Please check in your emulator's Settings menu for rumble options.

How do I recharge the controller?

You don't. It runs on two standard AAA batteries. However, you can buy and use rechargeable AAA batteries if you'd like. Like KAIKO says: Winners Save The Planet!

How do I get analogue triggers in DirectInput mode on Windows?

You don't. The C.T.R.L. R doesn't support that, mostly because Microsoft doesn't want it to.

Your choices are XInput with analogue triggers, or DirectInput with digital triggers. Please read the section about using XInput in Windows.

What about Xbox 360 Controller Emulator?

Xbox 360 Controller Emulator (x360ce) is an application for Windows that is designed to create a virtual XInput controller driven by your older DirectInput controllers. This is often the only way to play newer games with very old USB controllers or flightsticks.

It is possible, though really unnecessary, to use x360ce to map your C.T.R.L. R's DirectInput mode (using the 'Desktop' mode switch) into XInput inputs.

Instead, you should update the firmware on your controller and use the native Mad Catz XInput drivers. This is the only way to get separate analogue triggers for GameCube emulation.

Epilogue

This document has been provided in the hope that it will be useful, but no guarantees are offered, supplied or implied. You install any described software or attempt any firmware updates to your controllers entirely at your own risk.

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